

# Pickling & Unpickling in Python

# Pickling & Unpickling

- **Pickling:** pickling is a process where a python object hierarchy is converted into a byte stream.

**Unpickling:** unpickling is the inverse of Pickling process where a byte stream is converted into an object hierarchy.

- \*\* Pickling and unpickling is alternatively known as **serialization, marshalling, or flattening**.

# dump() and load() functions

- dump() and load() functions of pickle module perform pickling and unpickling Python data. The dump() function writes pickled object to a file and load() function unpickles data from file to Python object.



## PICKLE MODULE

### **pickle.dump()**

Used to write the object in a file

Syntax: `pickle.dump(<structure>,file object)`

Here, structure can be any sequence such as list, dictionary of Python.

And file object is the file handle of the file, in which to write.

**pickle.load()** Used to read the data from a file.

Syntax: `Structure=pickle.load(file object)`

Here, structure can be any sequence such as list, dictionary of Python.

And file object is the file handle of the file, from which to read.

```
import pickle
output_file=open("d:\\a.bin","wb")
myint=42
mystring="Python.mykvs.in!"
mylist=["python","sql","mysql"]
mydict={"name":"ABC","job":"XYZ"}
pickle.dump(myint,output_file)
pickle.dump(mystring,output_file)
pickle.dump(mylist,output_file)
pickle.dump(mydict,output_file)
output_file.close()
input_file=open("d:\\a.bin","rb")
myint=pickle.load(input_file)
mystring=pickle.load(input_file)
mylist=pickle.load(input_file)
mydict=pickle.load(input_file)
print("myint=%s"%myint)
print("mystring=%s"%mystring)
print("mylist=%s"%mylist)
print("mydict=%s"%mydict)
input_file.close()
```

## Binary file R/W Operation using pickle module



# Read records from a Binary file

```
f = open('d:/student.dat','rb')
while True:
    try:
        rec = pickle.load(f)
        print('Roll Num:',rec['Rollno'])
        print('Name:',rec['Name'])
        print('Marks:',rec['Marks'])
    except EOFError:
        break
    f.close()
```



THANK YOU!!!